CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

Monk

MONASTIC TRADITION

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

d8

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

MARTIAL ARTS DIE

KI SAVE DC

KI POINTS

Used Total

MARTIAL ARTS — LEVEL 1

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armour or wielding a shield:
- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.

KI — LEVEL 2

You can spend ki points to fuel various ki features. You regain all expended ki points when you finish a short or long rest. You gain the following features at the level indicated:

- Level 2 - Flurry of Blows: Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.
- Level 2 - Patient Defence: You can spend 1 ki point to take the Dodge action as a bonus action on your turn.
- Level 2 - Step of the Wind: You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.
- Level 3 - Deflect Missiles: You can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.
- Level 5 - Stunning Strike: When you hit a creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.
- Level 14 - Diamond Soul: You gain proficiency in all saving throws. You can spend 1 ki point to reroll a failed save. You must use the second result.
- Level 18 - Empty Body: You can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage. Additionally, you can spend 8 ki points to cast the astral projection spell, without needing material components. When you do so, you can't take any other creatures with you.
- Level 20 - Perfect Self: When you roll for initiative and have no ki points remaining, you regain 4 ki points.

UNARMOURED MOVEMENT — LEVEL 2

Your speed increases by 10ft while you are not wearing armour or wielding a shield. This bonus increases to 15ft at 6th level, 20ft at 10th level, 25ft at 14th level, and 30ft at 18th level.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

MONASTIC TRADITION FEATURE — LEVEL 3

DEFLECT MISSILES — LEVEL 3

You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage is reduced by 1d10 + your Dexterity modifier + your monk level.
If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. See "Ki" above for more.

SLOW FALL — LEVEL 4

You can use your reaction to reduce any falling damage you take by an amount equal to five times your monk level.

EXTRA ATTACK — LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

KI-EMPOWERED STRIKES — LEVEL 5

Your unarmed strikes count as magical.

MONASTIC TRADITION FEATURE — LEVEL 5

EVASION — LEVEL 5

When you make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

STILLNESS OF MIND — LEVEL 7

Action. End the charmed or frightened effect on yourself.

PURITY OF BODY — LEVEL 10

You are immune to disease and poison.

MONASTIC TRADITION FEATURE — LEVEL 11

TONGUE OF THE SUN AND MOON — LEVEL 13

You understand all spoken languages.

TIMELESS BODY — LEVEL 15

You suffer no effects of old age, and can't be aged magically. You can still die of old age. You no longer need food or water.

MONASTIC TRADITION FEATURE — LEVEL 17

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR
SIMPLE WEAPONS
MEDIUM ARMOUR
MARTIAL WEAPONS
HEAVY ARMOUR
SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES